Violent video game engagement and adolescents’ aggressive behaviour

# Details

## Year

2018

## Scope

National

## Countries

United Kingdom

## Type

Empirical research – Quantitative

## Methodologies

## Researched Groups

## Children Ages

Adolescents (14-18 Years old)

## Funder

John Fell Fund by Oxford University Press

## Funder Types

University

## Has Formal Ethical Clearance

## Consents

## Informed Consent

Consent obtained

## URL

https://osf.io/rkw6z/

## Data Set Availability

Not mentioned

# Goals

To investigate the extent to which adolescents who spend time playing violent video games exhibit higher levels of aggressive behaviour when compared with those who do not